

THE DANSTEAD SOCIETY

# GUIDE TO YORK

3420  
EDITION

*The Danstead Guide series is produced without the formal cooperation of the City involved, in an attempt to be impartial. If you have any comments about a City, please pass them to the nearest Danstead Society office for inclusion in future editions.*

## INTRODUCTION

Well, Tauther, here you are in York. Perhaps not the most boring City in Heridoth, but it's a close race. To be fair, the City Kim has been trying to liven up the City recently, with limited results to date. See the comments on the Crystal Theatre below for an example of their attempts so far. The first thing you will notice is the local dialect. Gender and species do not figure in Yorkist speech. You will hear widespread use of the Triddis pronoun "khe" and the term "man" not only refers to women, but also to the Iscin races, Jorune native races, ramian, thriddle, and any other intelligent organism capable of spoken communication. As a result of this and their determination to ignore religion, obscenity in Yorkist tends to be exclusively scatological. You should avoid sexist and religious comments; they tend to cause confusion rather than insult.

## HISTORY

York was originally a puritan theocracy run by the Abbot Benedict who was given to fits of zealous purging, often culminating in the notorious "Auto da Fe" — the ritual burning at the stake of the month's heretics (typically political agitators and party goers). On Eris 13, now known as "Liberation Day", the crowd at one of his burnings overpowered the guards, seized the Abbot and burnt him at his own stake. The fire at the stake was kept burning with every flammable object found in all the churches and other places of worship in York leaving no traces of even the Abbot's bones. In one bloody day, every religious building (of ANY religion) except the Abbey itself was looted

and wrecked and every church guard, minister, monk and priest had either been killed by the mob, fled the City, or taken refuge in the Abbey. The mob laid unsuccessful siege to the Abbey for a fortnight. During this fortnight of anarchy a new government was formed being run by the four Yorkists considered "most able" by the mob. The new Kim's first act was to negotiate a peaceful end to the siege. At the end of the second week the Abbey's inhabitants were permitted to leave with all the possessions of the Abbey, stripping it bare. The Kim then took control of the Abbey and declared York to be stripped of all religions. The Abbey is now York's Palace of Peace and Harmony.

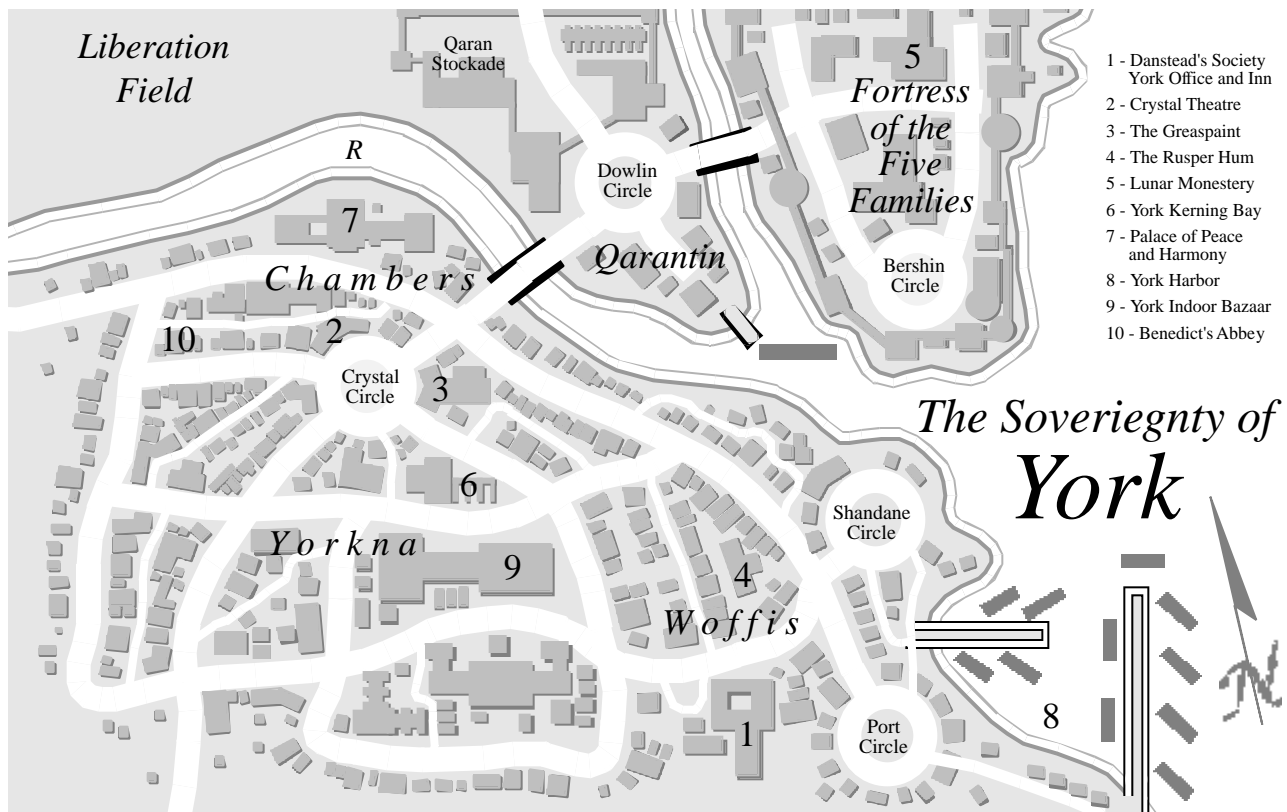
The concept of "most able" has continued with York becoming one of the most rigid meritocracies in Heridoth. While most Cities have a concept of Drennship, York goes to extremes and only the member of each ministry with the highest number of Drenn Points takes the title of Kesht and a seat on the Kim of Four.

## YOUR ARRIVAL

You can arrive in York by three routes: land, sea, or river.

## OVERLAND TRAVEL

Not a good idea. By now you will be saddle-sore and thombo-tired. There are no great places to stable your thombo, but many shasts have a small stable next to their incleps. Even if your shast doesn't, khe may be able to suggest a friend with a stable.



## SEA VOYAGE

The Port is busy and efficient, if lacking in friendliness. The Port cletch is levied solely on “shiploads” so there is no personal port cletch for passengers on cargo ships. If you are travelling as part of a purely passenger ship then the “shipload” toll should have already been factored into your fare.

## RIVER JOURNEY

The new river route from Koistra through the Holy Terran Empire is supposed to be open this year. It offers by far the most scenic route into York. By and large the rules are expected to be the same as for sea trips though there is a possibility of a “pay once, half the paperwork” scheme being set up with Koistra.

## PAPERWORK

First of all, be sure to be either literate or travelling with someone who is. York likes its paperwork. The basic entrance form requires you to state your home City, status in your home City, reasons for visiting York, expected departure date, means of entry, means of exit, and contact address in York. If you have no contact address in York, then you can often get away with quoting the Danstead Society Office’s address. The Office provides a “poste restante” service for any messages for you from the City authorities. Having some proof of a means of exit is preferred by the authorities. A return ticket is ideal. Alter-

nately, the Port authorities may take from you the money needed to buy a ticket out. Keep the receipt safe. It is hard to sell these tokens on the black market, because they bear your mark. These are sometimes used as surety for loans or for stays in an inclepe where you want to pay on leaving. If you arrived overland, you can take proof that you are stabling your thombo. A letter from the shast is ideal, if you can find a literate shast. The Rusper Hum inclepe on Courage Street has both stables and a literate shast. If you want to do something more exotic, like arriving by river, buying a thombo and leaving overland you will need to convince a yord in an interview. Polish that challisk, Tauther!

## PLACES TO STAY

### THE DANSTEAD SOCIETY

The Danstead Society has a very nice base in York, down by the Port. They can provide you with basic food and lodging for short periods and, more importantly, help with the paperwork. The housekeeper, Mrs. Meek, is a veritable crystal mine of information and always has the latest tips on places to eat and to avoid. Please support your Danstead Society. All contributions, however small, are gratefully received. (York office only: receipts given.)

## THE GREASEPAINT

Reasonable rooms at reasonable prices. Priority is given by the shast to travellers with a theatrical bent. A good place to meet other aspiring thespis. Opposite the Crystal Theatre.

## THE RUSPER HUM

On Courage Street, with an excellent set of stables and a shast who is prepared to write notes that you are stabling your thombo there. Actually, the note is combined with the stabling bill, but the yords accept it as proof of stabling. Space in the hayloft for sleeping rolls is provided as part of the stabling costs. Alternately, you can pay a few yules extra for a bed in the common room.

## THINGS TO DO AND SEE

### EATING

York is a chef's paradise. The Kim funded early cuisine studies in York and since then it has really taken off. If you know a style of cooking that is not reflected in York's multitude of eateries, then borrow the Danstead Society's kitchen, invite an official cook from the Inner Ministries and maybe earn yourself a Drenn Point. ("maybe:" one poor Tauther gave the ministry man food poisoning and received the ancient Terran "Toxic Hazard" mark on khe's challisk. That copra's going to be fun at interview.) One other word of advice: if you have a pet, keep it away from the kitchens. The chefs of York take a perverse delight in cooking the most unusual products.

If you can't face any of the more unusual food — and do beware anything labelled "Koistran" or "Dharkoistran" if you don't like hot food — then you can always fall back on the reliable "Mr. Happy Durlig" chain for standard fast food. MHD has its home in York and the big MHD in the centre boasts that it has every recipe offered by any of its branches in Heridoth. If you want to live dangerously try the "Grimes Special". Grimes is York's premiere chef and is on contract to MHD to produce "new & exciting" recipes for their baked durligs. Some of these work; some of them don't. The number of "toxic hazard" copras that should adorn Grimes' challisk is a City-wide joke.

### THEATRE

The new "place to be seen" in York is the Crystal Theatre. Tickets vary in price according to seat and performance. Performances vary in quality, and the sad fact of the matter is that no works have been written for the Crystal and all the performances are imported from other places. Standby tickets are available for about a quarter of their face values one hour before the performance.

Don't try busking by the queues without clearance from the Theatre Manager. Auditions for the evening's buskers are held at noon each day. Khe will give you a token which you must wear visibly while you are busking. The yords do not tolerate unlicensed busking. If you are part of a theatrical troupe, make yourself known to the Manager at the same time if you wish to play the Crystal.

The Greasepaint inclep opposite the Theatre is a favoured haunt of the theatrical trade and if you want to rub shoulders with the luvvies then it's your place. Prices go up before a performance, though.

### CHURCHES

There are none. A word of warning about preaching and praying in York: be careful. There is no law about preaching per se but any attempt to suggest laws along religious lines will have the yords at you in two shakes of a thriddle's trid-nodes. The Yorkists have a firm separation of state and church and they want to keep it that way. The only religion to have caught on in York is Lunar Buddhism and that's mainly for the weird martial stuff.



### THE KERNING BAY

If you feel the yearn to kern, do check out the rather wonderful kerning bay. Should an isho storm hit, get over there with a couple of bottles and prepare yourself for a wild time. The bottle opening trick dyshas are widely practiced. Beware of flying shards from novices who haven't quite got them right yet. If you want to practice unweaving, pop along at any time except during a storm; there's often a caji willing to oblige.

## THE PALACE OF PEACE AND HARMONY

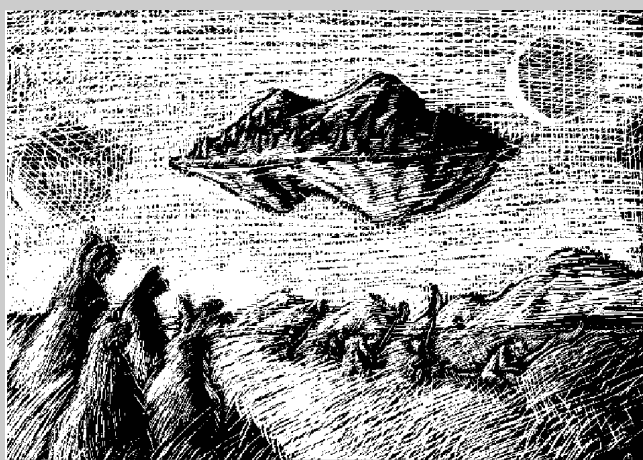
This huge building used to be an abbey but the monks were expelled during the Great Liberation and its cells and library were transformed into offices and record rooms for York's four ministries: Inner and Outer Peace and Harmony. You won't get in, but a walk around the building is quite interesting. Note the empty statue alcoves. The religious statues were smashed during the Liberation and the empty spaces are supposed to symbolise the freedom from the religion once symbolised by the statues. Scanning the roof, you can see the stubs of all the snapped off crosses that once decorated it.

## THE HARBOUR

The harbour has been known to contain Terran dolphins. Ask at the shen if there are any in residence at the moment. Do not, repeat NOT, try to harpoon dolphins as trophies. They are awarded special privileges in York and are a "protected species". Anyone found harming them is liable to arrest and confiscation of goods.

## WAYS TO EARN MONEY

Work permits are hard to get. Very hard. There is some unofficial work done in the fields, but the yords stamp down on it hard when they discover it, confiscating the goods of the employee and fining the employer. If the goods confiscated do not reach a certain value, a black copra is placed on the employee's challisk and khe is unceremoniously dumped outside York with instructions not to return until khe has achieved drenn. To get a permit, go to the Palace of Peace and Harmony with a letter from a prospective employer who is Drenn in York, stating that khe has a vacancy for which you are better suited than any citizen of York.



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*supplement for*  
**SHOLARI**

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